

Members

Kevin Waring Chairperson At-Large

Wasserman Vice-Chairperson First Judicial District

Kathleen

Member Second Judicial District

Allan Tesche Member Third Judicial District

Ardith Lynch Member Fourth Judicial District



State of Alaska Local Boundary Commission

Agenda

Meeting Convening December 14, 2001 – 9:00 a.m. Mariner Theater, Homer High School¹

- I. Call to order
- II. Roll call & determination of quorum
- III. Approval of agenda
- IV. Comments by members of the Local Boundary Commission
- V. Comments by members of the public concerning matters not on the agenda
- VI. Public hearing on the City of Homer's Petition for annexation²
 - A. Summary of DCED's reports & recommendations
 - B. Opening statement by the Petitioner (limited to 10 minutes)
 - C. Sworn testimony of witnesses called by the Petitioner
 - D. Opening statement by the Respondents
 - E. Sworn testimony of witnesses called by the Respondents
 - F. Responsive testimony by the Petitioner
 - G. Period of public comment by the general public (limited to 3 minutes per person)
 - H. Closing statement by the Petitioner (limited to 10 minutes)
 - I. Closing statement by the Respondents (limited to 10 minutes each)
 - J. Reply by the Petitioner (limited to 5 minutes)
- VII. Decisional session (optional following the hearing)
- VIII. Comments from Commissioners and staff
- IX. Adjourn

The Mariner Theater is available for use by the LBC from 9:00 a.m., December 14 through 3:00 p.m., December 15. If the proceedings have not concluded by then, the Commission will reconvene at the Homer City Council Chambers, 491 East Pioneer Avenue, on December 15 or December 16 at a time to be publicly announced by the Commission.

The LBC Chairman may regulate the time and content of testimony to exclude irrelevant or repetitious testimony. The LBC may amend the order of proceedings and change allotted times for presentations if amendment of the agenda will promote efficiency without detracting from the LBC's ability to make an informed decision.